Application No.: 09/895,768
Response to Final Office Action dated: November 21, 2006
Reply to Final Office Action dated: August 21, 2006

AMENDMENTS TO THE CLAIMS

1.   (Currently Amended)   A method comprising:

Rendering ~~of full~~ a plurality of full frames at a whole number multiple of a digital video resolution value defining the number of pixels contained in each full frame of the plurality of full frames and at a whole number multiple of a temporal resolution value defining the rate of display of the plurality of full frames on a computer screen;

Resizing each full frame of the ~~said~~ plurality of full frames to produce a plurality of antialiased frames; ~~that are antialiased;~~ and

Blending each consecutive antialiased frame.

2.   (Currently Amended)   A method comprising:

Rendering a plurality of full frames at a whole number multiple of a digital video resolution value defining the number of pixels contained in each full frame of the plurality of full frames and at a whole number multiple of a temporal resolution value defining the rate of display of said plurality of full frames on a computer screen;

Resizing each full frame of the plurality of ~~said~~ full frames to antialias each full frame of the plurality of full frames; ~~produce a plurality of frames that are antialiased;~~

Blending each consecutive full frame of the plurality of full frames;

Blending the colors and images depicted in pixels that are within a gaussian blur radius value of a center pixel, wherein the number of pixels blended is proportional to a gaussian blur radius;

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Separating each full frame of the plurality of full frames into [[a]]first and second ~~field~~ fields, wherein the first ~~field contains~~ fields contain the even lines of [[a]] the plurality of full ~~frame~~ frames and the second ~~field contains~~ fields contain the odd lines of [[a]] the plurality of full ~~frame~~ frames; and

Alternately displaying the first and second fields. ~~first and second fields of each frame.~~ ~~the first field of each frame with the second field of each frame.~~

3.   (Currently Amended) The method of claim 1, further comprising ~~wherein~~ blending the colors and images depicted in pixels that are within a gaussian blur radius value of a center pixel ~~is performed~~, wherein the number of pixels blended is proportional to a gaussian blur radius.

4.   (Currently Amended) The method of claim 1, further comprising ~~wherein~~ separating each frame into a first ~~and~~ and a second field, wherein the first field contains the even lines of a frame and the second field contains the odd lines of a frame.

5.   (Currently Amended) The method of claim 1, further comprising ~~wherein~~ alternately displaying the first and second fields of each frame, the first field of each frame with the second field of each frame.

6.   (Currently Amended) The method of claim 1, wherein resizing each full frame of the plurality of full frames to produce a plurality of full frames that are antialiased ~~resizing each full frame to produce antialiased frames~~ is performed with bicubic interpolation.

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7. (Currently Amended) The method of claim 1, wherein blending each consecutive antialiased frame each pair of consecutive frames is blended is performed by averaging corresponding pixel values of each frame.

8. (Original) The method of claim 1, wherein gaussian blurring of a non-zero pixel radius is performed that blends the colors and images depicted in pixels that are within a gaussian blur radius value of a center pixel.

9. (Currently Amended) The method of claim 2, wherein resizing each full frame of the plurality of full frames to antialias each full frame of the plurality of full frames: resizing each full frame to produce antialiased frames is performed with bicubic interpolation.

10. (Currently Amended) The method of claim 2, wherein each blending each consecutive full frame of the plurality of full frames is performed pair of consecutive frames is blended by averaging corresponding pixel values of each frame.

11. (Original) The method of claim 2, wherein gaussian blurring of a non-zero pixel radius is performed that blends the colors and images depicted in pixels that are within a gaussian blur radius value of a center pixel.

12. (Original) The method of claim 3, wherein the gaussian blur pixel radius is 0.2.

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13.   (Original) The method of claim 3, wherein the gaussian blur pixel radius is greater

than 0.2.

14.   (Original) The method of claim 3, wherein the gaussian blur pixel radius is less than 0.2.

15.   (Previously Presented) The method of claim 1, wherein said rendering step is

implemented using commercial software.

16-18   (Cancelled)

19.   (Currently Amended) A video conversion system, the system comprising:

A computer terminal configured and operative to define the number of pixels contained

in each frame of full frames that are to be rendered at a whole number multiple of a digital video

resolution value and that are to be rendered at a whole number multiple of a temporal resolution

value defining the rate of display of full frames;

said computer terminal is further configured and operative to resize said full frames to

produce a plurality of frames that are ~~to be~~ antialiased and that are to be <u>blended from</u> ~~blends of~~

each consecutive ~~frame.~~ <u>frame: and</u>

[[A]] <u>a</u> computer screen attached to said terminal.

20.   (Cancelled)

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21. (Previously Amended) The system of claim 19, wherein the colors and images depicted in pixels located at identically numbered pixel points in each frame are blended together.

22. (Original) The system of claim 21, wherein each frame is separated into a first and second field.

23. (Original) The system of claim 22, wherein the first field contains the even lines of a frame and the second field contains the odd lines of a frame.

24. (Original) The system of claim 23, wherein the first and second fields of each frame are interlaced and displayed alternately.

25. (Original) The system of claim 24, wherein each full frame is resized to produce antialiased frames using bicubic interpolation.

26. (Original) The system of claim 25, wherein each pair of consecutive frames is blended by averaging corresponding pixel values of each frame.

27. (Original) The system of claim 26, wherein gaussian blurring is performed that blends the colors and images depicted in pixels that are in proximity to one another in each frame.

28. (Original) The system of claim 27, wherein the gaussian blur pixel radius is 0.2.

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29.   (Original) The system of claim 28, wherein the gaussian blur pixel radius is greater

than 0.2.

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